

REMARKS

Claims 1 – 21 presently stand rejected under 35 USC 103, as being met by Kirk (GB 2,083,935) in view of Adams (2003/0114215), and further in view of Vancura (US 6,033,307) and Muir (US 2001/0016513).

Claims 1- 21 have been cancelled, and new claims 22 – 30 added.

While specifying the play of a plurality of pay lines at a cost of only one wagering unit and providing play of a second game, new claims 22 – 30 are further directed to the play of two games using a common play button for initiating both games in their sequence. The player is informed after the outcome of the first game that the player is entitled to play the second game, and then the same button is actuated again to play the second game.

This common button is the start/spin button 22 shown in Figure 3.

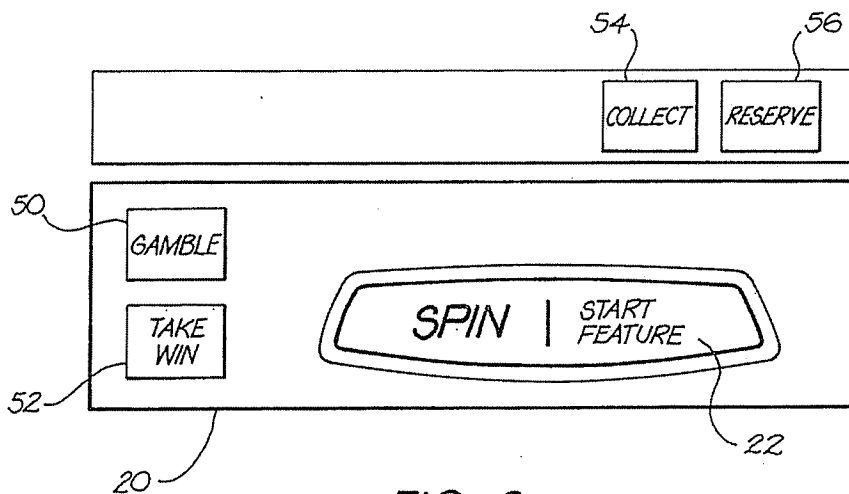


FIG. 3

As shown above in Figure 3, button 22 is marked with the word SPIN for the first game, and also marked with the words START FEATURE for the second game (the feature game). That is, a common button is used for both games. As such, there exists a reduce number of buttons on the gaming machine in comparison to prior art gaming machines offering a plurality of play lines and a second game.

For example, Kirk uses both a game initiating button 5 and a separate skip button 6 for each reel, i.e., three (3) separate skip buttons 6 are used for a three (3) reel, three (3) line base game. The Kirk game use different separate switches for actuation, because the same game is effectively played twice but only one reel (for example) (of the three reels) is rotated. This may confuse the player if the player activates the main initiating button a second time believing he/she had started a new game and yet only one reel rotated (and not three). Kirk goes so far as to include separate lamps 7 adjacent each reel together with a separate switch 6 adjacent each reel to “replay” a reel after the base game play. The use of a common button collides with Kirk’s teaching that a separate additional switch be used after the first play so as to prevent confusion. It would not have been obvious to modify Kirk to provide a common button that is actuated again after the base game, so as to rotate some of Kirk’s reels to effectively “replay” the game.

Adams does not have a feature game and thus the “single wagering unit” taught by Adams, even if added to Kirk, would not eliminate any of the four buttons used by Kirk.

Vancura, on the other hand, does not describe the button interface of his primary slot machine; Vancura merely describes the interface as “conventional.”

Likewise Muir does not disclose or suggest a common button.”

Claim 26 also claims this common button feature, and is patentable over the art of record for the same reasons given as to allowability of claim 22.

Claims 23-25, 27-30 are dependent on claims 22 or 26, and should be allowable.

In particular, claim 30 recites “visual indicia” for the single button to inform the player of use of the button to initiate the first game and the second game in their sequence. None of the art of record shows such visual indicia.

It is respectfully submitted that claims 22 – 30 are patentable over the references of record. A Notice of Allowability is respectfully solicited.

Respectfully submitted,

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